

**In the Claims**

1. (Original) A method for managing movement of objects within a workspace of a graphical user interface (GUI), comprising the steps of:
  - configuring said GUI into a non-overlapping workspace;
  - situating at least two of said objects in said non-overlapping workspace;
  - pushing a second of said objects in said non-overlapping workspace when a first of said objects comes in contact with said second of said objects while being moved.
2. (Original) The method of claim 1, wherein said movement of said first object such that it comes in contact with said second object displaces said second object without said first object overlapping said second object.
3. (Original) The method of claim 2, wherein said displacement of said second object by said first object causes an edge of said first object to abut an edge of said second object.
4. (Original) The method of claim 3, wherein upon said first object coming into contact with said second object, said abutting sides of said first and second objects become coupled to each other, forming an object unit.
5. (Original) The method of claim 4, wherein movement of said object unit such that it comes into contact with a third object causes said third object to become coupled to said object unit,

thereby incorporating said third object into said object unit.

6. (Original) The method of claim 5, wherein movement of said object unit such that it comes onto contact with any other objects within said non-overlapping workspace causes each such object to become coupled to said object unit, thereby incorporating any such objects into said object unit.

7. (Original) The method of claim 6, further comprising the steps of:

configuring said object unit for management by providing controllable coupling and decoupling capability with respect to said objects forming and object unit.

8. (Original) The method of claim 1, wherein said GUI is switchable between said non-overlapping workspace configuration and an overlapping workspace configuration.

9. (Original) A system for managing movement of objects within a workspace of a graphical user interface (GUI), comprising:

means for configuring said GUI into a non-overlapping workspace;

means for situating at least two of said objects in said non-overlapping workspace; and

means for pushing a second of said objects in said non-overlapping workspace when a first of said objects comes in contact with said second of said objects while being moved.

10. (Original) The system of claim 9, wherein said movement of said first object such that it comes in contact with said second object displaces said second object without said first object overlapping said second object.

11. (Original) The system of claim 10, wherein said displacement of said second object by said first object causes an edge of said first object to abut an edge of said second object.

12. (Original) The system of claim 11, wherein upon said first object coming into contact with said second object, said abutting sides of said first and second objects become coupled to each other, forming an object unit.

13. (Original) The system of claim 12, wherein movement of said object unit such that it comes into contact with a third object causes said third object to become coupled to said object unit, thereby incorporating said third object into said object unit.

14. (Original) The system of claim 13, wherein movement of said object unit such that it comes into contact with any other objects within said non-overlapping workspace causes each such object to become coupled to said object unit, thereby incorporating any such objects into said object unit.

15. (Original) The system of claim 14, further comprising:

means for configuring said object unit for management by providing controllable coupling and decoupling capability with respect to said objects forming and object unit.

16. (Original) The system of claim 9, wherein said GUI is switchable between said non-overlapping workspace configuration and an overlapping workspace configuration.

17. (Currently amended) Computer readable code embodied on a computer readable medium for managing movement of objects within a workspace of a graphical user interface (GUI), comprising:

first subprocesses for configuring said GUI into a non-overlapping workspace;  
second subprocesses for situating at least two of said objects in said non-overlapping workspace; and

third subprocesses for pushing a second of said objects in said non-overlapping workspace when a first of said objects comes in contact with said second of said objects while being moved.

18. (Currently amended) Computer readable code embodied on a computer readable medium for managing movement of objects within a workspace of a graphical user interface (GUI) according to claim 17, further comprising:

fourth subprocesses for displacing said second object without said first object overlapping said second object when said first object is moved such that it comes in contact with said second

object.

19. (Currently amended) Computer readable code embodied on a computer readable medium for managing movement of objects within a workspace of a graphical user interface (GUI) according to claim 18, further comprising:

fifth subprocesses for causing an edge of said first object to abut an edge of said second object when said first object displaces said second object.

20. (Currently amended) Computer readable code embodied on a computer readable medium for managing movement of objects within a workspace of a graphical user interface (GUI) according to claim 19, further comprising:

sixth subprocesses for coupling said abutting sides of said first and second objects to each other, forming an object unit, when said first object comes into contact with said second object.

21. (Currently amended) Computer readable code embodied on a computer readable medium for managing movement of objects within a workspace of a graphical user interface (GUI) according to claim 20, further comprising:

seventh subprocesses for coupling a third object to said object unit, thereby incorporating said third object into said object unit, when movement of said object unit causes it to come into contact with said third object.

22. (Currently amended) Computer readable code embodied on a computer readable medium for managing movement of objects within a workspace of a graphical user interface (GUI) according to claim 21, further comprising:

          eighth subprocesses for causing any other objects to become coupled to said object unit, thereby incorporating each such object into said object unit, when movement of said object unit causes it to come into contact with any of said other objects within said non-overlapping workspace.

23. (Currently amended) Computer readable code embodied on a computer readable medium for managing movement of objects within a workspace of a graphical user interface (GUI) according to claim 22, further comprising:

          ninth subprocesses for configuring said object unit for management by providing controllable coupling and decoupling capability with respect to said objects forming and object unit.

24. (Currently amended) Computer readable code embodied on a computer readable medium for managing movement of objects within a workspace of a graphical user interface (GUI) according to claim 17, wherein said GUI is switchable between said non-overlapping workspace configuration and an overlapping workspace configuration.